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1 Review: Thomas Licata, Editor: Electroacoustic Music: Analytical Perspectives
Michael Hamman
September 2003   **Computer Music Journal** , Volume 27 Issue 3
Publisher: MIT Press

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2 Sensation preserving simplification for haptic rendering
Miguel A. Otaduy, Ming C. Lin
July 2003   **SIGGRAPH '03:** SIGGRAPH 2003 Papers
Publisher: ACM 🔖 Request Permissions
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We introduce a novel "sensation preserving" simplification algorithm for faster collision queries between
polyhedral objects in haptic rendering. Given a polyhedral model, we construct a multiresolution hierarch
filtered edge collapse", ...

Keywords: collision detection, haptics, level-of-detail algorithms

Also published in:
    July 2003 **Transactions on Graphics (TOG)** Volume 22 Issue 3

3 A simulation based decision support approach for operational capacity planning in a customer orde
assembly line
Michael Andersson, Göts Olsson
December 1998   **WSC '98:** Proceedings of the 30th conference on Winter simulation
Publisher: IEEE Computer Society Press
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Bibliometrics Downloads (6 Weeks): 11, Downloads (12 Months): 34, Downloads (Overall): 370,   Citation C

4 Evaluating an Animated Pedagogical Agent
Antonija Mitrovic, Pramuditha Suraweera
June 2000   **ITS '00:** Proceedings of the 5th International Conference on Intelligent Tutoring System
Publisher: Springer-Verlag

Bibliometrics Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a,   Citation

The paper presents SmartEgg, an animated pedagogical agent developed for SQLT-Web, an intelligent S
the Web. It has been shown in previous studies that pedagogical agents have a significant motivational i
students. Our hypothesis was ...

5 Immersed Visual Data Mining: Walking the Walk
Ayman Ammoura, Osmar R. Zaïane, Yuan Ji
July 2001   **BNCOD 18:** Proceedings of the 18th British National Conference on Databases: Advances
Databases
Publisher: Springer-Verlag

Bibliometrics Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a,   Citation

This paper presents a flexible system, DIVE-ON, for the purpose of visual data mining. A new approach t interactively visualize and explore N-dimensional data warehouses in an immersed virtual environment is DIVE-ON is capable of constructing ...

6   Embodied agents for multi-party dialogue in immersive virtual worlds
    David Traum, Jeff Rickel
    July 2002   **AAMAS '02:** Proceedings of the first international joint conference on Autonomous agents and systems: part 2
    Publisher: ACM ✎ Request Permissions
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    Immersive virtual worlds are increasingly being used for education, training, and entertainment, and virt that can interact with human users in these worlds play many important roles. However, current comput models of dialogue do not ...

    Keywords: human-computer interaction, multi-agent systems, multi-modal communication, spoken dia virtual humans, virtual reality

7   Human Factors Evaluation Techniques to Aid Understanding of Virtual Interfaces
    R. S. Kalawsky, S. T. See, S. P. Nee
    January 1999   **BT Technology Journal** , Volume 17 Issue 1
    Publisher: Kluwer Academic Publishers
    Full text available: 📄 Publisher Site
    Bibliometrics Downloads (6 Weeks) n/a, Downloads (12 Months) n/a, Downloads (Overall) n/a,   Citation

    Advances in enabling technologies such as broadband wide area networks and the proliferation of the In led to industry and home users looking beyond conventional communications media. Consequently, the telecommunications industry has been extending ...

8   Sun Labs-The First Five Years: The First Fifty Technical Reports, A Commemorative Issue
    Ching-Chih Chang, Amy Hall, Jeanie Treichel
    September 1998   Sun Labs-The First Five Years: The First Fifty Technical Reports, A Commemora
    Publisher: Sun Microsystems, Inc.
    Full text available 📄 Pdf (6.34 MB)
    Bibliometrics Downloads (6 Weeks) 1, Downloads (12 Months) 1, Downloads (Overall) 36,   Citation Cour

    This commemorative issue in the technical report series encompasses the first five years of Sun Labs' ex from 1991 through 1996. In addition to the Abstracts of the first fifty reports, the contents include a list issued during that ...

9   Interacting with smoke and fire in real time
    Jos Stam
    July 2000   **Communications of the ACM** , Volume 43 Issue 7
    Publisher: ACM ✎ Request Permissions
    Full text available 📄 Html (31.16 KB), 📄 Pdf (455.04 KB)
    Bibliometrics Downloads (6 Weeks) 14, Downloads (12 Months) 83, Downloads (Overall) 1112,   Citation

10 Interaction and modeling techniques for desktop two-handed input
    Ken Hinckley, Mary Czerwinski, Mike Sinclair
    November 1998   **UIST '98:** Proceedings of the 11th annual ACM symposium on User interface soft technology
    Publisher: ACM ✎ Request Permissions
    Full text available 📄 Pdf (212.66 KB)
    Bibliometrics Downloads (6 Weeks) 16, Downloads (12 Months) 101, Downloads (Overall) 1053,   Citatio

    Keywords: TouchMouse, input devices, map navigation, tablets, three-state model, touchpads, two-ha

11 CS1 concepts using simple animation in Java

Rachel Sturm-Beiss, Deborah Sturm
April 2000   **CCSC '00:** Proceedings of the fifth annual CCSC northeastern conference on The Journal of co small colleges
Publisher: Consortium for Computing Sciences in Colleges
Full text available 📄 Pdf (43.73 KB)

Bibliometrics Downloads (6 Weeks) 1, Downloads (12 Months) 39, Downloads (Overall) 500, Citation Cc

Also published in:
May 2000 **Journal of Computing Sciences in Colleges** Volume 15 Issue 5

12 A parallel dynamic-mesh Lagrangian method for simulation of flows with dynamic interfaces
Noel J. Walkington, James F. Antaki, Guy E. Blelloch, Omar Ghattas, Ivan Malcevic, Gary L. Miller
November 2000 **Supercomputing '00:** Proceedings of the 2000 ACM/IEEE conference on Supercomputing (
Publisher: IEEE Computer Society
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Bibliometrics Downloads (6 Weeks) 0, Downloads (12 Months) 11, Downloads (Overall) 378, Citation Cc

Many important phenomena in science and engineering, including our motivating problem of microstruct flow, can be modeled as flows with dynamic interfaces. The major challenge faced in simulating such flow resolving the interfacial motion. ...

13 A morphable model for the synthesis of 3D faces
Volker Blanz, Thomas Vetter
July 1999 **SIGGRAPH '99:** Proceedings of the 26th annual conference on Computer graphics and interactive techniques
Publisher: ACM Press/Addison-Wesley Publishing Co. 📑 Request Permissions
Full text available 📄 Pdf (2.76 MB)

Bibliometrics Downloads (6 Weeks) 65, Downloads (12 Months) 513, Downloads (Overall) 4381, Citatio

Keywords: computer vision, facial animation, facial modeling, morphing, photogrammetry, registration

14 TAYLOR II manufacturing simulation software
William B. Nordgren
December 1996 **WSC '96:** Proceedings of the 30th conference on Winter simulation
Publisher: IEEE Computer Society Press
Full text available 📄 Pdf (43.09 KB)

Bibliometrics Downloads (6 Weeks) 1, Downloads (12 Months) 4, Downloads (Overall) 110, Citation Cou

15 AutoMod product suite: AutoMod tutorial
Matthew W. Rohrer
December 2000 **WSC '00:** Proceedings of the 32nd conference on Winter simulation
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Full text available 📄 Pdf (528.90 KB)

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Whether designing a new system or modifying an existing one, engineers want to take the guesswork ou the best possible solution. While there are many analysis methods for designing industrial systems, simu remains the method that gives ...

16 Sketching for military courses of action diagrams
Kenneth D. Forbus, Jeffrey Usher, Vernell Chapman
January 2003   **IUI '03:** Proceedings of the 8th international conference on Intelligent user interfac
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Bibliometrics Downloads (6 Weeks) 3, Downloads (12 Months) 48, Downloads (Overall) 654, Citation Cc

A serious barrier to the digitalization of the US military is that commanders find traditional mouse/menu interfaces unnatural. Military commanders develop and communicate battle plans by sketching courses c (COAs). This paper describes ...

Keywords: analogy, multimodal interfaces, nuSketch, qualitative reasoning, sketch understanding, spatial reasoning

17 Tour into the video: image-based navigation scheme for video sequences of dynamic scenes
   Hyung Woo Kang, Sung Yong Shin
   November 2002   **VRST '02**: Proceedings of the ACM symposium on Virtual reality software and te
   Publisher: ACM ✥ Request Permissions
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   Tour Into the Picture (TIP) is a method for generating a sequence of walk-through images from a single
   image. By navigating a 3D scene model constructed from the image, TIP provides convincing 3D effects.
   presents a comprehensive ...

   Keywords: animation, image-based rendering, video sequence

18 Aesthetic edits for character animation
   Michael Neff, Eugene Fiume
   July 2003   **SCA '03**: Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer
   Publisher: Eurographics Association
   Full text available 🔲 Pdf (895 78 KB)
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   The utility of an interactive tool can be measured by how pervasively it is embedded into a user's workflo
   for artists additionally must provide an appropriate level of control over expressive aspects of their work
   suppressing unwanted ...

19 Programming languages and systems for prototyping concurrent applications
   Wilhelm Hasselbring
   March 2000   **Computing Surveys (CSUR)** , Volume 32 Issue 1
   Publisher: ACM ✥ Request Permissions
   Full text available 🔲 Pdf (559.78 KB)
   Bibliometrics Downloads (6 Weeks) 22, Downloads (12 Months) 146, Downloads (Overall) 2737,   Citatio

   Concurrent programming is conceptually harder to undertake and to understand than sequential progran
   because a programmer has to manage the coexistence and coordination of multiple concurrent activities
   alleviate this task several high-level ...

   Keywords: concurrency, distribution, parallelism, rapid prototyping, very-high-level languages

20 A geometric constraint library for 3D graphical applications
   Hiroshi Hosobe
   June 2002   **SMARTGRAPH '02**: Proceedings of the 2nd international symposium on Smart graphics
   Publisher: ACM
   Full text available 🔲 Pdf (285 48 KB)
   Bibliometrics Downloads (6 Weeks) 4, Downloads (12 Months) 38, Downloads (Overall) 719,   Citation Co

   Recent computer technologies have enabled fast high-quality 3D graphics on personal computers, and al
   made the development of 3D graphical applications easier. However, most of such technologies do not s
   support layout and behavior ...

   Keywords: 3D graphics, constraint satisfaction, geometric constraints, geometric layout, scene graphs